

September 14 2015

Action items:

Brainstorm ideas and questions for NightForce.

Look up prior ideas and concepts that are already made. (Previously made)

Look up other questions to make the team dynamic better.

Read through NightForce page.

Weekends that won't work for you.

October 2<sup>nd</sup> at 2pm.

Email him saying here or there. If there after 4pm

1. What unit system do you want us to work in?
2. How much force need to apply to the scope?
3. What different sizes of scopes will this need to fit?
4. What energy inputs are availed? (electricity, air hoses, parameters)
5. Best way to contact you?
6. What are the size constraints on the device?
7. How do you want the data to be collected and displayed? (Example matlab to excel?)
  - a. Do you want us to record the forces after the fact? Like what it hits as compared to what was the input?
8. Do you want use to model rife vibration?
9. How many of these will need to be built in the future? Can we use custom parts?
10. Would you want the actual force that happens or the estimated record?
11. For cyclic test how many reparations will it needed?
12. Safety stuff?
13. How would you want it operated? (connected to computer, button)
14. How would you like us to use the budget?
15. Who will operating it? Everyone or certain person
16. Where would you want us to mount it? (we are thinking scope mounts)
17. Will we get scopes to work with?
18. Safety factors?
19. Time you want it take?
20. What is this machine going to be used for?
  - a. Will you be using the machine for general testing or certification or for manufacturing output?
21. What force can break the scope?
22. Does energy cost play?
23. Do we need to work about patents?

Conference call this week or next? Will us the ME conference room.

Dillon is the person to train us to use the shop.

Agenda 3: Thursday at 4:00pm Senior Design Suite.

- Share with Mike what we have been up too. Ask if he wants to be included in the dropbox and emails.
- Figure out call
- check information with nightforce.